

ABSTRACT

In an intelligent object oriented agent system, a computer implemented or user assisted method of decision making in at least one situation. The method includes the step of configuring at least one tactical agent implemented by at least one tactical agent object that includes a plurality of resources corresponding to immediate certainties, near certainties, and longer-term possibilities characterizing the at least one situation. The method also includes the steps of processing the at least one situation using the at least one tactical agent, and implementing the decision making, by at least one user or independently by at least one intelligent agent, responsive to the processing step. A computer readable tangible medium stores instructions for implementing the user assisted or computer implemented method of decision making, which instructions are executable by a computer. In a preferred embodiment, the situation comprises an aerial combat situation, or other situation with moving resources.